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Golden Marvelous Productions presents

A Shao Ting Film

Starring...



Kung Fu
CHAOS™

Golden Marvelous Productions



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Table of Contents

2	SYNOPSIS	16	THE BASIC ATTACK COMBINATIONS
4	MASTER SHO-YU	18	FIGHT BACK!
5	NINJA FU HIYA	20	THE TERRIBLE TAUNT
6	MONKEY	22	NINJA CHALLENGE
7	LUCY CANNON	23	KNOW YOUR ENEMY
8	XUI TAN SOUR	24	BATTLE GAME
9	CHOP & STYX	25	FIVE WAYS TO PLAY
10	CANDI ROLL	26	... AND MORE ATTACK COMBINATIONS
11	CAPTAIN WON TON	27	CREDITS
12	MAIN MENU	28	WARRANTY
14	THE CONTROLLER	29	TECHNICAL SUPPORT



Synopsis

To: Golden Marvellous Productions

From: Shao Ting, genius

RE: KUNG FU CHAOS COMEBACK!

I got a real busting blocks picture for you this time! It has romance and violence and ninjas, and it's better than all those rubbish Hollywood movies put together!

Hero is in a tavern eating and waiting for a blind date when suddenly a clan of Ninjas attack! Hero fights Ninja Clan with cunning but accidentally smashes up the whole tavern during the fight and has a big showdown with tavern owner! Now the police want to throw our hero in prison!

Hero think things cannot get worse, but hero is wrong! Hero's blind date is in fact a beautiful princess who has been kidnapped by the Ninja Clan, and they want money! Our hero is penniless underdog and so braves the Ninja Forest to rescue princess. After spectacular fighting against the boss of the Ninja Fortress, hero rescues the princess but discovers that up close she is quite ugly!

But all is not lost because our hero, who needs money to live, hears about a tomb full of gold! Hero travels to spooky tomb to "borrow" the gold so he can pay the police to leave him alone!

Page 2

Inside tomb, hero fights Ninja Clan who are also after the money! Hero fights fearlessly and bravely and kills the guardian of the tomb! Now he can borrow all the money for himself!

But instead of paying police, hero journeys to the west in a big ship in search of peace, quiet, and fast cars! But then Ninja Clan captures ship and want borrowed money back! How unfair! But Ninjas cannot steer ships and so they smash ship into iceberg! Hero fights for last lifeboat but it already has a woman and baby in it! But wait! That's no woman! Hero beats up unsavory man-in-skirt and rows to a nearby lost island!

After many days alone, hero builds a raft to escape the island. Suddenly Ninjas attack! They want hero's raft to escape island but are too stupid to make their own! Hero defeats Ninjas, dodges huge dinosaur (everyone likes dinosaurs, right?) and fights an evil diseased monkey before he sets sail for the big city!

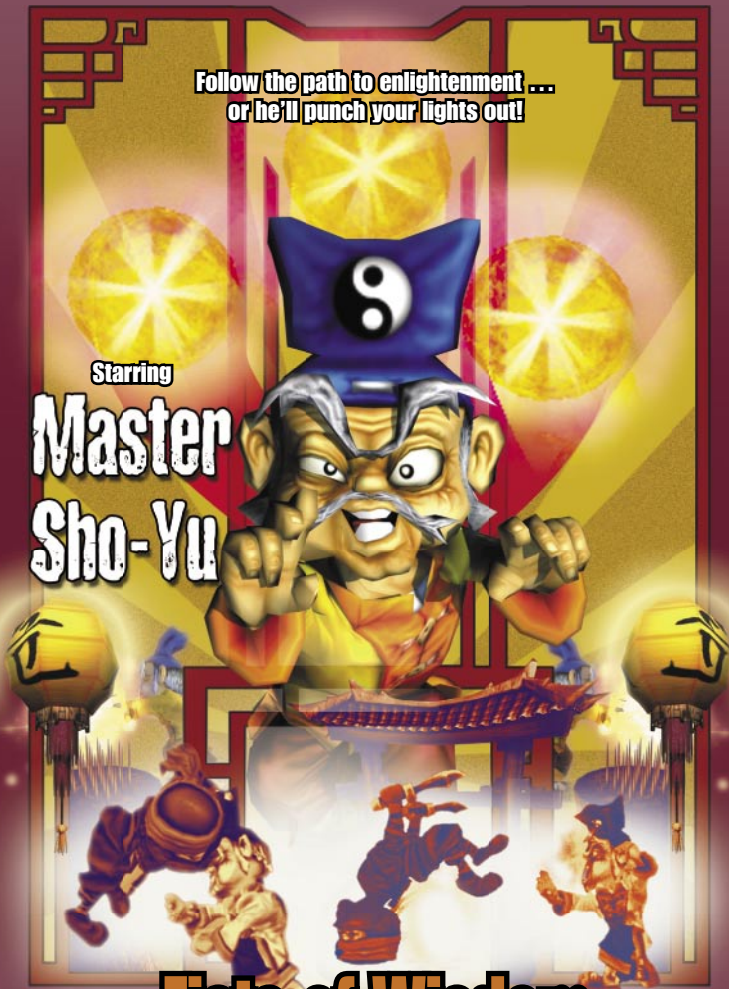
In the big city he discovers that Ninja Clan has many relatives! They come after hero but then UFOs attack (everyone likes UFOs, right?) and so hero finally beats Ninja Clan forever and saves the world after the most spectacular fighting scene in history of moving pictures!

Un Film de Shao Ting, Auteur Extraordinaire

Follow the path to enlightenment ...
or he'll punch your lights out!

Starring

Master
Sho-Yu



Fists of Wisdom

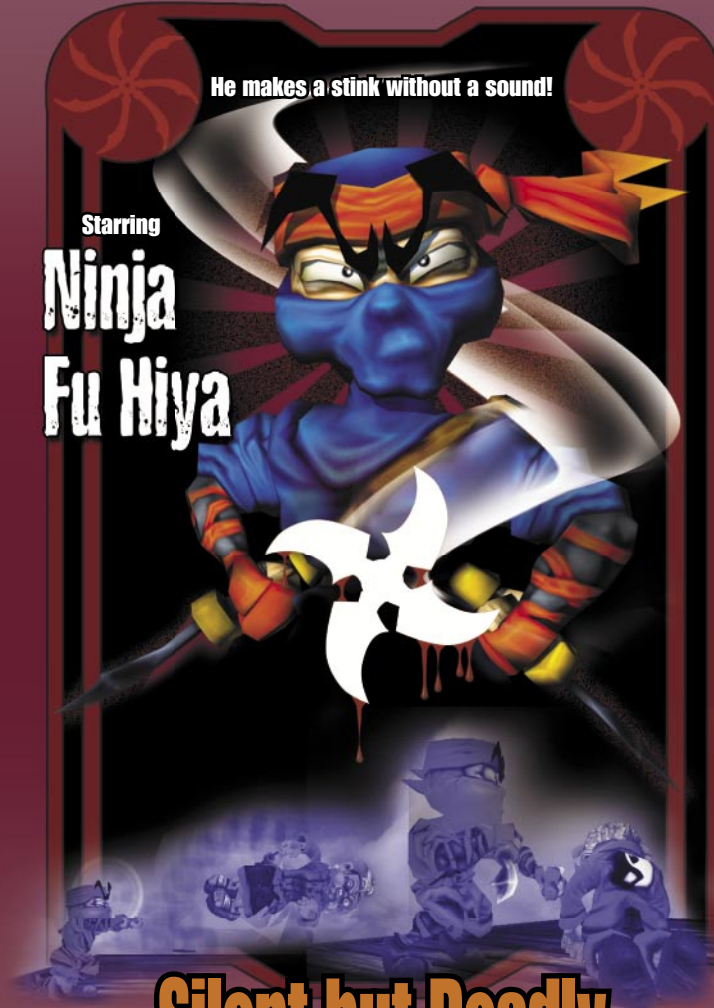
"Truly a Master-filled performance!" —Shao Ting

A Shao Ting Production

He makes a stink without a sound!

Starring

Ninja
Fu Hiya



Silent but Deadly

"The actor to end all other actors!" —Shao Ting

Shao Ting Proudly Presents

Monkey

as himself
in



He's over 1,000 years
old, and he's coming
to knock you out cold!

**The Flying Rod of
the Monkey God**

"He's the greatest immortal actor of his generations!"

—Shao Ting

**Lucy
Cannon**

as her bad self
in



A Shao Ting Joint

The Mowdown Sound

She's a blast from the past.
Start dancin', fool.

"Lucy Cannon is so good, she makes me sweat!"

—Shao Ting

From Director Shao Ting ...

An Award-Worthy Motion Picture



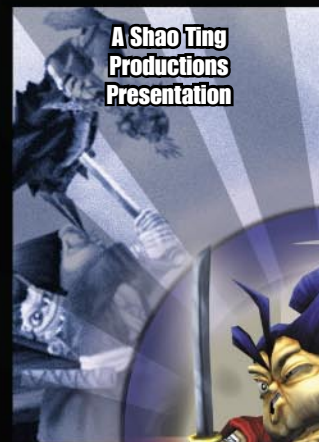
Starring
**Xui Tan
Sour**

The Bittersweet Taste of Misplaced Vengeance

They killed her family. Now she's going to kill you!

"Please don't hurt me; I'm your biggest fan!" —Shao Ting

8 KUNG FU CHAOS



Samurai and Son

Death and dismemberment
cross the generation gap.

"An eviscerating portrait of codependence!"

—Shao Ting



KUNG FU CHAOS

9



Shao Ting's

Skates Will Roll

She'll skate until you drop!

"I don't know what this movie is about,
but it stars Candi ... sweet, sweet Candi ..." —Shao Ting

Señor Shao Ting
Presente



Starring

Captain Won Ton



El Luchador Grande

King-sized disorder from south of the border!

"A performance of enormity. Captain is a spectacle.
A spectacle in tights!" —Shao Ting

Main Menu

Ninja Challenge

Choose an actor and fight your way through a clan of mysterious evil ninjas on a series of spectacular movie sets! Score at least three out of five stars on each level to unlock new scenes, characters, and modes of play—the more stars you get, the more you unlock!

Battle Game

Choose a character and fight against your co-stars in the scene of your choosing. Up to four human or computer-controlled players can fight against one another on a single Xbox™ in teams or in a free-for-all using a wide variety of options.

Championship

Fight against your friends or the computer through 12 rounds of Kung Fu madness—perfect for a single session of play. Each round is scored, and the highest score at the end is the true Kung Fu champion! Up to four human or computer-controlled players can fight against one another on a single Xbox individually or in teams. You can unlock Championship mode by doing well on Ninja Challenge levels.

Miniseries

In this unlockable game type, choose a character and get ready for a wild single-player ride! Each character has three unique and addictive challenges. You can unlock these games by doing well on Ninja Challenge levels.

Freestyle

Spar for as long as you like in an open arena. Up to four human or computer-controlled players can fight against one another on a single Xbox. This is the perfect place to perfect your Kung Fu technique.

Rehearsal

Through these focused lessons, learn the basic battle moves and advanced combos to improve your Kung Fu prowess.

Special Features

Check out the unlockable cast bios, island scenes, the *Kung Fu Chaos*™ trailer, credits, future presentations, and the record of your fighting glory, the Final Cuts.

With Final Cuts, you can relive your Battle Game exploits by watching Shao Ting's edited footage complete with exclusive director's commentary. You can watch cuts of scenes right after you finish playing or save them for later viewing. Once saved, you can access them through Special Features and delete any you no longer want.

Game Options

Play the way you want by setting your sound, controller, and any unlocked gameplay options.



Heavy Attack The knock-out is extra powerful, but its wind-up is slow, leaving you vulnerable to counterattack. To perform a Heavy Attack, press **X + A**. When you do, you glow red with fury!

Trip / Pick Up / Throw Press **B** to trip the enemy, press **B** again to pick him up, and then press **B** once more to throw him. You can pick up and throw objects the same way!

Jump Kick To perform a Jump Kick, press **A** to jump, and then press **X** while in mid-air.

Spin Attack When you're surrounded by enemies and need a little breathing room, the Spin Attack is your formidable ally. Press **Y + B** to give it a whirl.

Running Attack The next time your enemies are fighting with each other, run at them, and then press **Y + B** to knock them all off their feet. You can aim as you attack. Beware! If you attempt a Running Attack against a single opponent, you can be easily blocked.



the Controller

The Basic Attack Combinations

These basic attack combinations are the building blocks of an awe-inspiring Kung Fu arsenal!

Furious Combo



X, X, X+A

When you perform a Furious Combo, you will glow bright red with fury. The Furious Combo is a powerful and unblockable attack with a slow build-up.

- Use against an enemy who is always blocking.
- Use against a crowd of enemies.
- Use as a long-range attack against enemies who are not at arm's length.

Rapid-Fire Combo



X, X, X

The Rapid-Fire Combo is an effective and simple attack, but enemies will recover quickly.

- Use to get off another hit as soon as you can.
- Use to pull off the simplest combo with the least amount of risk.
- Can be easily countered by a blocking enemy!



X, X, B

Bodyslam Combo

The Bodyslam Combo is an unblockable tripping attack that does more damage than the straight trip. You'll glow bright red with fury when using this combo.

- Use to gain extra time to kick or throw a downed enemy.
- Use against an enemy who is always blocking.



X, X, Y

Breakneck Combo

The Breakneck Combo is a fast and strong attack, but enemies will recover relatively quickly.

- Use when an enemy consistently counters your combinations before you complete them.

These combos can be interrupted or leave you vulnerable to attack. However, you can counter your enemies' moves as well!

Fight Back!



RIGHT TRIGGER

Blocking

To block an opponent's attack, pull the Right trigger. Most attacks are blockable, but if you see your opponent glowing red with anger, your block isn't going to do any good!

- If an enemy keeps blocking you and refuses to fight, knock the enemy down with an unblockable attack or combo.
- If you don't want to block manually, you can turn on auto-blocking in Game Options.



BLOCK TWO ATTACKS, ATTACK COMBO

Cutthroat Counter

Use the Cutthroat Counter when your enemy is performing an unblockable attack combination. You will know when enemies are using an unblockable attack combination against you because they will glow bright red with fury. Timing is crucial—counterattack quickly before they finish!

- Effective against the unblockable Furious Combo and the unblockable Bodyslam Combo.
- Powerless against the Rapid-Fire Combo and the Breakneck Combo.



BLOCK THREE ATTACKS, ATTACK COMBO

Courageous Counter

Use the Courageous Counter when you think your enemy won't try an unblockable attack combo. Block the first three strikes, then launch into an attack combination of your own before he recovers!

- Effective against the Rapid-Fire Combo and the Breakneck Combo.
- Powerless against the unblockable Furious Combo and the unblockable Bodyslam Combo.



BLOCK TWO ATTACKS, Y

Cunning Counter

The Cunning Counter is the king of counters—it can counter three of the four basic attack combos! Use the Cunning Counter when you're not sure what your opponent is going to do, or when multiple enemies are attacking and you need to counter quickly!

- Effective against the Rapid-Fire Combo, the unblockable Furious Combo, and the unblockable Bodyslam Combo.
- Powerless against the Breakneck Combo.

@The Terrible Taunt

To taunt your enemy, knock him down while holding the Left trigger. If you are performing an attack combination, you must be holding the Left trigger when you complete the combo.

- When performing a Taunt, you are vulnerable to attack, so beware!

1st Taunt

Expletive symbols shoot from your mouth and assault the downed enemy, keeping the enemy incapacitated on the ground for a longer period of time. (This will give you more time to finish him off.)

- A single glowing ball above your head indicates that you have reached first Taunt power-up status.

2nd and 3rd Taunts

With each successful Taunt, expletive symbols shoot from your mouth and assault the downed enemy.

- The number of glowing balls above your head indicate your power-up status.

When you have three glowing balls hovering over you, pull both triggers at the same time to activate your character's Super Attack!

Taunts keep your enemies on the ground longer and give you access to your Super Attack!

Super Attack

Each character's Super Attack is unique. Some automatically target your enemies, whereas others are directional and require you to direct the attack at the enemies you want to take out.

- It is not necessary to knock down any enemies to activate this attack. You just need three glowing balls over your head.



Stealing Taunts

At any time before an enemy launches his Super Attack, you can pull off a Taunt of your own, which will steal one of his glowing balls and give it to you!

Failed Taunt

If you see a big red X appear over your head and hear the sound of a jeering jackass, it means you have not successfully pulled off the Taunt.



You want to be a star ... you've got to get the stars!

Ninja Challenge

As you progress through Ninja Challenge, you must get at least three out of five stars on each scene to unlock the next one. Once unlocked, you can play the scene as many times as you like to try to get a higher score.

Scoring four or five stars on some levels will unlock new characters, full game modes, character bios, and special cutscenes!

Keep an Eye on Your Stars!

When you play, you'll see your progress on the star meter at the bottom of the screen. With each kill, you'll see the indicator move to the right.



Beat the Boss!

On Main Feature levels, you'll need to beat the boss in the time allotted to move to the next level. Even if you have enough stars to pass the level, you won't advance to the next level if you don't beat the boss!

Know Your Enemy!

As you progress through Ninja Challenge, you'll encounter many different enemy ninjas. Each has his own strengths and weaknesses. Learn the ways of the ninjas and victory will be yours!



Dark Ninja

Mow them down quickly and easily.



Yellow Fist Ninja

Everywhere you look ... but easy to kill!



Blood Ninja

They take a licking and keep on kicking!



Twin Moon Ninja

Knock 'em out before they hurl their deadly Moon Rings!



Whirlwind Ninja

Either throw something at these twirling foes or wait until they get dizzy and stop spinning. But they're not dizzy long, so hurry!



Blind Fury Ninja

For being blindfolded, these ninjas have good aim!



Great White Ninja

The most powerful enemy yet! Fight with all your skill!

Smash your rivals like the glorified extras they are ...
individually or in teams!

Battle Game

Free-For-All

In Free-For-All, each player selects a character. If there are fewer than four players, press the **START** button after selecting your characters to add computer-controlled opponents and set their difficulty levels. If you're playing alone, press **A**, and opponents will automatically be added and their difficulty levels set to Medium.

Teams

After picking your characters, select their teams by scrolling through the four available team colors.



Pick from one of four teams.

Options

Select the movie set you want to battle on, and then select the Battle Game options you like. You can select the number of total rounds, whether or not taunting powers you up, and any unlocked game speeds and combat rules.

Five Ways to Play

The Lives game mode is available to you when you start the game. You can unlock the others by doing well on Ninja Challenge levels.

Lives

This is the default setting. The player with the most lives at the end of the game wins. If you die you lose a life and can never win it back!

Kills

Each time you kill another player, you'll score one point. The player with the highest score is the winner!

Mojo

The first player to kill someone gets the mojo. Golden light swirls around the mojo holder. Kill the player with the mojo to steal it away. The player who has mojo for the longest time wins!

Style

Players win points for pulling off spectacular moves. The player with the most points is the winner. Repeating moves gives you fewer points, so show some style!

Wooden Man

Players must destroy the most wooden men to win. Use any regular attack or attack combo to destroy wooden men (Super Attacks will only take out other players and not wooden men). If a player is killed, he suffers a three-second penalty before reappearing! If killed by a Super Attack, the player is out for six seconds!

... and More Attack Combinations!

Looking to expand your Kung Fu repertoire even further? Try out these combinations and become a Kung Fu virtuoso!

2-Hit Combinations

Y, B

Y, X

Y, X+A

Y, Y+B

X, Y

3-Hit Combinations

X, X, B

X, X, Y+B

X, Y, X

X, Y, B

X, Y, X+A

X, Y, Y+B

Y, X, B

Y, X, Y

Y, X, Y+B

Y, X, X+A



4-Hit Combinations

X, X, Y, B

X, X, Y, X

X, X, X, B

X, X, X, Y

X, X, Y, Y+B

X, X, Y, X+A

X, X, X, Y+B

X, X, X, X+A



Credits

just add monsters

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Warranty

Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90 day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90 day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90 day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

Technical Support

Get an Edge on the Game!

Xbox Game Tips (Automated): Available 7 days a week including holidays, 24 hours a day.

- In the U.S., call 1-900-933-TIPS. \$.95 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

Xbox Game Tips (Support Representative): Available 7 days a week including holidays.

- In the U.S., call 1-900-933-TIPS. \$1.40 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

Important

Individuals under 18 years of age need a parent's or guardian's permission to call a pay-per-call number. Local and long distance telephone toll charges may apply. It is the customer's responsibility to check with their telephone company to determine if additional telephone charges will apply. Permission required from the telephone bill payer. Prices subject to change without notice. May not be available in all areas. Requires a touch-tone telephone. Call length is determined by user. Messages subject to change without notice.

Games Technical Support: Available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX.
TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12.
TTY users: 001-866-251-26-21.

Note

Xbox Game tips are not available from 1-800-4MY-XBOX. You must call Xbox Game Tips (Automated) or Xbox Game Tips (Support Representative) for tips, hints, or codes.

For more information, visit us on the Web at www.xbox.com

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